

**APLIKASI PROGRAM BELAJAR BERHITUNG UNTUK ANAK USIA 4-6
TAHUN DENGAN MENGGUNAKAN MACROMEDIA FLASH MX**

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Keyword : Applications, Numeracy, Flash MX

Abstract :

Scientific writing is about Application Numeracy Learning Programme For Children Aged 4-6 Years. This application contains math problems with drawings and color display that must be adjusted to be calculated. This application also has an interactive display interface. The program used was Macromedia Flash MX. This application is expected to assist children in learning to count to increase intelligence and memory test children.

Bibliography : 3, (2003)

